

The pocket ARMENIAN

Verhandeln

Jamaica, N.Y.

October 11, 1975

VERHANDELN

By Lewis Pulsipher

This is a new column which will appear regularly in IMPASSABLE, PAROXYSM, SPECULUM, and THE POCKET ARMENIAN. It will be about whatever seems interesting to me in the Diplomacy hobby. While I know of no exact precedent for the multi-zine format, TDA's practice of offering the same article to several publishers is close to it (though VERHANDELN is not connected with any Diplomacy organization--just Lew Pulsipher. Excuse me while I fix the typewriter, which is screwing up badly.))

I chose this format because I like a large audience, as any writer does. This column will have a circulation approaching that of DIPLOMACY WORLD. The DW audience is larger, but I contribute far more than anyone else to that publication already. Also, some subjects of a political or semi-political nature are not suitable, in my opinion, for publication in the Games-Research-owned 'zine. It will be interesting to see whether other writers try out this format. There are many fine 'zines around which deserve article support, and we might also remember that 2/3 of the North American players do not receive DW, and consequently are not often exposed to articles about the hobby.

A NORTH AMERICAN GAMESMASTER/PUBLISHER GROUP?

Let me make clear as I begin that I am NOT forming a group as proposed below--in fact, I wouldn't even have a reason to be a member of it. There is a precedent for a GM/P-only organization, known first as the National Fantasy Fan Federation Games Bureau Diplomacy Division and later, before it folded for lack of interest and leadership, as the Postal Diplomacy Congress. This group was fundamentally different from that which I propose, since all GM/P's became members if they paid dues. Rod Walker's original orphan game rescue service began under the auspices of NFFFGBDD; other than this, the group accomplished little. Recently the idea of a GM/P-only org has been resurrected by me in the MADPS #2 results and by John Boyer in IMPASSABLE though for different reasons.

At first, the organization would be somewhat akin to many industry-wide self-regulating groups (e.g., UL, Comics Code Authority, Association of Small Magazine Publishers). Such groups establish standards of excellence that must be met before a company, publication, or whatever can be admitted to membership or approval. By the pressure of public opinion, by and large, such membership or approval is valuable

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THE POCKET ARMENIAN
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MEMBER IDA, DNYMPA
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THE POCKET (or POCKET, if you insist) ARMENIAN is a journal of Postal Diplomacy and all other oddities of interest to the Kindly Editors. Subs are \$1.50, or \$2 to IDA members. It is published tri-weekly, and usually runs 12 pages each issue. There are no game openings. We welcome contributions, paying 2 free issues for up to a page and four for more. Permission is granted to everyone to reprint anything within as long as (1) credit is given (2) a copy sent to us and (3) if not written by one of the editors, you should get permission of the author. TPA is a division of, and the major entity of, CHOAM Publications, which has as its esteemed director Scott Rosenberg. ****

NEWS AND ANNOUNCEMENTS

(1) M I M E O G R A P H F O R S A L E! Yes, the old clunker Lettergraph Model E that has so faithfully churned out TPA for a year and a half, and the IDA Handbook, is being put up for sale. I am buying myself an electric, more professional mimeo. The old one will cost you about \$100. It's in perfect condition. And I'll throw in six tubes (\$33 worth) of ink to whoever buys it. The damn ink is getting expensive! If you're interested, please let me know. I'll be glad to give you as much more information as you want.

(2) as you can see, the spacing of lines on the front page is all messed up. This is because of some rather complicated reasons; but I am doing my best to combat it. If it persists much more, I may switch back to my old Smith Corona for the rest of this issue.

(3) A PERSONAL NOTE TO ALL LOCAL D&D PLAYERS: As those of you astute enough (or who care enough) have noticed, I have not run an expedition in over a month. Well, there's this thing called school that I find I must devote a lot of time to this year (especially if I am elected IDA Editor). Now, don't start worrying...I can handle the load of publishing very easily--but something else just has to go. So, barring an unforeseen let-up of schoolwork, I'm afraid I'm not going to be able to run any D&D expeditions, except maybe on holidays. Sorry, gang, but that's the way it goes.

(4) Robert Sucks asked, in response to last issue's editorial on the IDA elections, that I enumerate what work Len Jakofka has done for ida. OK, Robert: he served a term on the Council as Central Regional Secretary; he is presently engaged in work on a Publisher's Handbook, he has served the function of loyal opposition in the last few elections, and he has done an enormous amount of work on statistics and ratings, which was not directly for IDA but is nonetheless worthy.

(5) More news about IDA ELECTIONS--I am not running for Editor unopposed. I see that Gordon Anderson got his issue of DIPLOMACY REVIEW late. He is running for editor also. I'm not going to campaign here in the pages of my own 'zine, you can judge for yourself from the campaign statements in the next DIPLOMACY REVIEW (which Gil should be publishing this weekend). Matt Diller is running for At-Large Secretary, too. I've known Matt since kindergarten and can say he would make a fine secretary. He has been involved in council affairs this year.

(6) Tony Watson produces RURITANIA, a fine Diplomacy 'zine published monthly, sub: \$1. \$1 game deposit, games otherwise free with sub-reg. dip, that is. It has recently had a series of interesting letters from Richard Kovalcik (bleeech) and Rod Walker about--what else?--TPA. It also has some excellent press. Write Tony Watson, 201 Minnesota, Las Vegas Nevada 89107.

(7) Mike Muchnik (I call him "munchkin"), 2520 Hyacinth Ct., Westbury NY pub's a new 'zine called VALLENO. It's ditto repro, subs cheap (\$1.50/10), gammafee \$1 plus sub, samples 10¢ stamp. The first issue showed some promise, tho' the variabil was pretty poor and I will not comment on the con report. A place to look for good things to come.

(8) If you haven't joined the INTERNATIONAL DIPLOMACY ASSOCIATION yet, you're doing yourself harm. If you are truly interested in the good of this hobby and would like to get involved in helping people out, it's the most worthwhile thing you can spend \$2 on (except perhaps a sub to T.P.A. ((I need the money))). Send \$2 to Walt Buchanan, R.R. 3, Box 324, Lebanon IN 46052 for a year's membership.

VERHANDELN (Continued)

in attracting customers. Transferring this institution to the less formal Diplomacy publishing hobby, the GM/P group would establish membership requirements, standards of fair and reliable GMing and publishing. As players came to realize that a member of this group is much more likely to be a good person to trust than a non-member, non-members would be forced "by pressure of public opinion" either to meet the standards of the organization or eternally to struggle to find players. This may sound undesirable at first hearing; but recall that right now an informal system of this sort operates in Diplomacy, but with extremely low standards. Only someone guilty of repeated inexcusable offenses, such as Charles Reinsel, or someone who has actually dropped out, becomes subject to public opinion pressure so that they have a hard time finding players. I would like to see the informal standards formalized and raised, not by compulsion (which is probably impossible), but by recognition of the value of membership in a GM/P group. Each GM/P would strive to meet the group's standards so that he could say "member of _____" in his colophon and his "advertisements." Players would look for that phrase in plugs and reviews.

Of course, the group could be more than a standard-setting organization, but there are many things it need not be, at least at first. No insurance or guarantee, and no orphan rescue, need be involved. Guarantees are available from regional groups which are easier to administer than any national group would be. Greg Warden operates an orphan rescue service that is sufficient at present. The group would not be concerned with copyrights, since there is nothing pernicious about such things. If a person copyrights his material, presumably he wishes to retain control over who prints it; in that case, he wouldn't give reprint permission even if the material wasn't copyrighted, and I do not think anyone would advocate forcing a person to give permission for reprint in order for him to get it printed in the first place.

How would it work? The group would establish a set of standards which would guide its membership selection. Such standards might include anything the members think is necessary to responsible, reliable, fair publishing and GMing. The number of games GMed or published per person might be limited to 6 (or 9 guaranteed), or whatever. Publishers might be limited to only one regular 'zine (that is, say, published more often than quarterly). Some rule regarding lateness would be necessary. A rule about number of GM errors might be established. No doubt 9 months or a year of successful GMing or publishing would be a requirement. Guarantee of games alone would not be sufficient to get a person admitted. No one wants to go through organization, whether they know it will be picked up quickly or not. The object is to attack the orphan problem at the source, which guarantees do not do. If a majority (or whatever is required to establish a standard) of the membership agrees, certain house rules might be required. Presumably the members could be trusted to establish reasonable yet effective standards, with the ultimate object that there would be virtually no burnouts and dropouts among GM's and publishers of everyone met the standard. Members would be admitted by vote of current members (co-optation), perhaps as many as 2/3 of those voting (and an absolute majority) being required for acceptance. While most publishers trade and could be expected to be familiar with anyone applying for membership, the group might establish a small committee to examine a candidate thoroughly and advise the membership at large ((Doesn't this, in effect, give that committee the veto power over new members?)). Small annual dues would provide funds for an occasional publication by the organization, especially if it became active in discussing problems GM/Ps face, and would provide for mailing of membership lists to GRI, DW, the IDA Novice Committee, etc. A periodic vote of current members would be required in order to expel those who no longer met the standards. Perhaps another small committee would be established to investigate complaints against current members.

As you may have noticed, novices would not meet membership standards. Most dropouts have been publishing only a short time, and it would be irresponsible to permit unknown quantities to become members. One thing the organization could not afford is the frequent dropout of members. It would be the much higher reliability of members over non-members that would make the organization effective in the first place. But what can be done for people just starting out? (continued page four)

VERHANDELN (Continued)

Yet another committee would be established to help out aspiring publishers and GMs. This committee would give advice (and perhaps some kind of handbook) to novices and answer their questions. It would also attempt to obtain orphan games for the aspirant to start out with, perhaps by carbon copy or as a GM in someone else's 'zine. In this way the person just starting out would be able to learn whether he enjoys the non-publishing aspects of running games. If he lost interest, only one or two games would suffer, with the organization ready to find a new place for the affected games. When the novice begins actual publishing, if he has approval of the committee he could be designated an apprentice member (or whatever) of the organization.

I emphasize that no one would be compelled to participate in the organization. No doubt some could get along without membership. Hopefully membership would come to be so important (as, say, the UL listing) that players would seldom join a game under a non-member. Initially, considerable publicity would be necessary to educate players as to the purpose of the organization. It would always be necessary to have the purpose explained in the IDA Novice 'zine and in DW so that people new to the hobby would understand what was going on before they entered many games.

Insofar as I have explained this to several people, they thought it a good idea. I can imagine, however, that there are some who are horrified by the introduction of a semblance of organization into apparent anarchy. Remember that an informal system somewhat like this already exists; unfortunately, it does not operate to raise the present abysmal GMing/publishing standard, nor does it save many people from getting burned. It operates well after the damage is done. So long as we more or less condone sloppy publishing and GMing practices (Especially through irresponsible and misleading "plugs") we will always have the dropout problem, and we'll lose uncounted players who get burned by poor GM/P in their first few games so that they leave the hobby. The organization I suggest is the only scheme I know of to insure, in the long run, that hobby standards will rise. The IDA GM Evaluation comes closest, but it is more limited (and passive), does not give special treatment to novice GM/Ps, and probably will not gain the necessary recognition because it is attached to IDA, which at present opens it to all sorts of potential controversies.

((I find myself in strong disagreement with you on a number of points.

((Ignoring many minor flaws, your plan has one gaping hole in it: if the org became so powerful that few people would join non-members' games, and novices could not join until 9 months or more of publishing, then you are effectively making it impossible for a new publisher to start! He can't get any players until he joins the organization, and he can't join the organization until he's had players for nine months. Seems pretty dumb.

((One other point I'd like to take issue with you on--you call GM/publishing standards "abysmal." I happen to think they are rather high. When you consider that each and every publisher is giving in tremendous quantities of his own time and--most importantly (and painfully)--money, I personally find the standards of non-involvement that we get from about 95% of players and readers to be a hell of a lot more abysmal! I personally don't think the hobby needs to get bigger, and I really don't think we need any more players if these players are so uninterested that they would leave the hobby if their first game(s) were orphaned.

((Finally, introducing a "standard-setting" org is fine if you can keep it that way, but it seems to me--and your constant references to committees bear this out--that such an org could be more potentially harmful than potentially beneficial. What if someone "inimical to the hobby" got control of this all-powerful committee that decides on the qualifications of 'zines? I know damn well I don't want to submit myself to some semi-clandestine committee. I will gladly accept both the praise and the criticisms of my regular readership, my players, my traders, be they friend or enemy. I can't bear the thought of an organized group that is so open to subversion and misuse. You must realize, Lew, that --maybe I'm wrong, but this is a conclusion I have drawn after much observation--many of the people who get involved in "hobby politics" treat it as just as much a game as Diplomacy is, with lying and intriguing as standard fare. In such hands your GM/Publisher org could do a lot of harm.))

INTIMATE DIPLOMACY GAME ! ! ! AUSTRIA PULLS FOUR OUT OF FIVE!

COUNTRY	Rosenberg AUSTRIAN BID	Ulanov FRENCH BID	
England	4	7*	The GM would like players to note that
Germany	7*	5	Jeremy Paulson has never been in a postal game.
Italy	7*	4	A concession to Drew McGee has been proposed.
Russia	4*	1	Please vote with your next moves.
Turkey	4*	1	Asterisked bids are successful.
Credits	2	13	Something tells me I've overspent. Oh well, I've never played the bloody game before.

PRESS: (For the Intimate game)

(Paris): Ever since he had been a little boy--even before he had known him--Scott Rosenberg had wanted to be Nicholas Ulanov. He had spent hours in front of the bathroom mirror practising the facial and voice patterns Nicholas used. He had combed his hair the same way and tried to adapt his hand-writing to Nicholas' form. Indeed, when a friend had first told him there was a remarkable similarity between him and Nicholas Ulanov, he had been thrilled. He did his best to cultivate Nicholas' friends and even copied his 'zine. When Nicholas had grown a beard and he had been unable, he had simply ignored it. So, when an opportunity finely to be recognized as Nicholas' equal presented itself, he jumped. He even tried to imitate Nicholas' fickleness: while enthusiastically endorsing the contest, and working for it, he suddenly announced, "I am not participating in this venture to prove I am Nicholas Ulanov." Clever this was, but it did not result in the cries of, "Of course not, you don't have to prove you are Nicholas Ulanov, you are!" he had wished for. Still the contest offered hope, and so he entered into it with a glad heart. And only one thing was missing: Scott Rosenberg was not Nicholas Ulanov's equal, and never would be.

(Tudland): Once upon a time there was a Tud. This Tud had a mimeo machine, and published a magazine. Everyone wondered how the Tud had so much energy to publish a magazine once a week for over a year.

Actually, Tud never published a page in his life. He had kept locked up in his closet a Dot, who did all of his work for him. One day Dot decided to leave Tud, because he had got sick of Tud's incessant babbling.

Tud was in trouble. Here he was with commitments to over a hundred people for his magazine, and without means to produce it! How could he keep up his reputation as a fine press-writer and political commentator without someone writing all of his material for him?

He didn't. He turned the magazine over to a Glam, and ceased all writing. At one point he feebly attempted to produce his own 'zine, THE MARCH OF TIMES, but after two issues of it he found his intelligence unable to take the strain. Although Tud still insists that THE MARCH OF TIMES is extant, and everyone weekend he claims he intends to publish it, everyone knows the truth: Tud Tuddled out.

In the meantime, the Dot had set up his own 'zine, which quickly leaped to the public forefront for its quality. Some people said the new 'zine resembled Tud's old 'zine quite a bit. They decried Dot as an imitator, a plagiarist.

But Dot was just doing the same fine work he had done for years, but it was now inestimably better, since it lacked Tud's old bumbling interferences.

Tud doesn't speak to people anymore. He can't think of what to say to them--Dot always used to tell him.

PA3 PRESS

CONSTANTINOPLE: A stab is a stab is a stab is a stab but when they don't work, Ooooh Boy! are you in trouble. I've always believed in taking somebody with me when I go and this time it's agona be you Scotty!! ((Not me, I guess.))

Signed--the Sultan of the Crumbling Turkish Empire

BERLIN: Jeremy Paulson has never been in a postal game.

THE COURTS OF CHAOS: What is Kex, a play-by-telgram game?

PSYCHOTICS IN DUNGEONS AND DRAGONS -- Part II
by Matthew Diller

CATALOGUE OF PSYCHOTIC POWERS

LEVEL I: Pacifism: When affected by this power a player will refuse to attack. A fighter will merely parry his opponent's blows, a magic user will refuse to cast such spells as fireball, lightning bolt, magic missile, shield, and strength. A cleric will refuse to cast such spells as prayer and blade barrier, and will attempt to cure by all means possible wounded on both sides. If pacifism occurs when there is no combat presently going on the character will attempt to destroy the party's weapons. Duration: through one combat.

Humanitarianism: A character affected by this will strive to protect all non-intelligent animals. He must operate on the philosophy that "it won't hurt us if we leave it alone." A cleric will refuse to cure wounds caused by animals, a magic-user will refuse to cast all spells except those which aid the party in disengaging the animal with no harm to either side. A fighter will refuse to fight. When the animal attacks the character must naturally blame someone in the party for provoking it. He will refuse to aid this person. Duration: one day.

Selflessness: A selfless character will refuse all gold, silver, magic items, and other treasure offered to him. He will, however, demand items such as belt buckles, thread, spikes, etc. Duration: 9 turns plus the psychotic's level.

Day-Dreaming: A character struck by day-dreaming will always be surprised when attacked and if planning to attack first must forfeit one melee round before attacking. Duration: until surprised.

LEVEL II: Short Circuit: When a character short circuits he sits down wherever he is and mumbles. If disturbed he will attack with whatever is handy (a stone or a stick). He will only attack for one phase to frighten his opponent. Short Circuit lasts for three turns.

Queasiness: A queasy fighter will be unable to strike a blow in melee. He can, however, fire missile weapons. He will faint for 1 or 2 turns if subjected to the sight of blood. Queasy clerics and magic-users will also faint at the sight of blood, releasing anything they had charmed or held. Charmed fighters under the control of queasy characters cannot strike a blow but are not subject to fainting. Duration: one day.

Paranoia: A paranoid is automatically chaotic when affected. He will demand to travel at the rear of the party so as to be able to watch everyone. If something happens to him (hit with a trap or surprised from the rear or wounded on the front line) he will demand that a random party member (determined by the GM) whom he blames be forced to leave the party. If the person refuses he will attack. A person who is subject to attacks of paranoia must hire at least three bodyguards. Duration: five turns plus the level of the psychotic.

Hypochondria: A hypochondriac always complains of wounds totalling 50% of the total number of hits he can take. When actually wounded he becomes unable to walk and claims to have suffered as many hits as he can take. To abandon a hypochondriac who claims to be incapacitated is a chaotic act. A cleric who is a hypochondriac must attempt to cure himself immediately upon being hit. Duration: one day.

LEVEL III: Dual Personality: A psychotic affected by this power immediately switches to his alter ego behaving as if he were the type of creature or character he would most like to be, determined by the GM. Once he assumes the role of his alter ego a die is rolled every turn. There is a 33% chance each turn that the psychotic will switch to his other personality. Continue rolling for one day, thus in one day the victim might be each personality several times. Although the psychotic will believe he has the powers of his alter ego, he of course does not.

Hallucinations: The affected character sees secret doors where there are none, causing the party delay; monsters where there are none; magic items such as rings on adversaries. The affected character hallucinates on a roll of six. He is obviously

(continued page seven)

PSYCHOTICS IN D&D (Continued)

not told he is hallucinating. If he is a fighter he will blindly charge at the hallucination (if it can be charged at), if he is a magic user he will cast spells at it and clerics will hallucinate wounds caused by hallucinations and attempt to cure them. It is possible for a player to hallucinate that his friend is a gelatinous cube and attack him. Duration: one day.

Mental Breakdown: The character shrieks at the top of his lungs, then sits down and stares into space. He can be picked up and will offer no opposition to anything. Can be cured by a therapist's Cure Disease. Duration: 5 days.

Hunger Strike: The character refuses to eat for a week, causing him to rise one psychotic level, lose five strength and dexterity points for the next week. He will attack anyone who attempts to feed him. Duration: one week.

LEVEL IV: Mental Collapse: This power is like Mental Breakdown, but is permanent and can only be cured by a therapist's Cure Disease spell. Recovery time after cured is two weeks.

Depression: When depressed, the character must subtract five points from every ability. He moves at half speed and behaves for all purposes as if he were four levels lower. If this means he behaves as a 0 or negative level character he behaves as if he were in a state of Mental Collapse. An affected character also acts as if he were Day Dreaming. Duration: Permanent. Can be cured by a therapist who is a 12th-level cleric. Recovery time after cure is two weeks.

Homicidal Fit: The affected character attempts to kill, by whatever the GM determines to be the most effective method, the entire party. If this fit strikes him when not on an expedition he must attempt to kill large masses of people (fireball in an inn, etc.). Duration: 2 turns plus the level of the psychotic.

PRESS: THE COURTS OF CHAOS:

Neigerdud strode up to the gates of the Tower and knocked. "What do you want?" a muffled voice within said. "Your nemesis is come!" the King stated, unequivocally.

The door opened and revealed a figure well known to the party. "Costodud!"

"So? You would execute me for treason, and expect me not to go over to the other side, even though I hadn't before then? Indeed you could have shown some mercy, some justice, rather than condemn one of your most trusted officers to death..."

As the turncoat was saying this, he edged closer to the king. At the last words, he revealed a dagger. The dagger plunged at the King's heart.

At the last second, a small cloud of grey mist whizzed in and devoured the knife. A voice boomed from off within the tower.

"This one is mine to deal with! --Come in, come in, my good king. I have been awaiting your arrival with great anticipation."

The King and his party walked into the castle. The voice continued, seeming to issue from the walls themselves. "Indeed, I have made splendid preparations for your entertainment here."

Neigerdud was prepared for this. He knew that the Custodian would send various apparitions at him, but that they were all made up of dudness and as such could be dispelled.

A giant tiger confronted them, filling the corridor. "Dud out!"

A horde of wasps. "Dud out!"

An army of wizards. "Dud out!"

Finally, the very walls of the corridors met each other, in front of and behind the party. It seemed that they were surrounded. The King gave the order again, and again the words rang out: "Dud out!"

Suddenly, the walls disappeared, and the party found itself in an immense throne room. Seated at the head, on a dais as high as it was long, was the Custodian himself. He was completely shrouded in dudness so grey as to be considered black by all human eyes.

FRESS, 1974FM:

(Paris): I remember that day quite clearly. It was on a Saturday, October 30, 1975. I heard the phone in my room ring, and I think it was around 8 o'clock, as far as I could tell from my digital clock-radio with my eyes slammed shut. Finally, I groped around blindly and picked up the receiver.

"Hello, whoever this is, give me time to wake up first," I said. The voice on the other end of the line sounded vaguely familiar.

"Adam? This is Matt--Matt Diller."

"Matt?" I asked. "Whassa matter? I gave you my moves already!"

"It's not the moves," he said. "Scott's been murdered!"

As you can probably imagine, that opened my eyes quite a bit. Scott and I had been pseudo-good friends since eighth grade, and we both published magazines of good quality, more or less (he more, I less). To find out that he was dead was, well, almost as bad a shock as waking up at 8 o'clock on a Saturday morning.

"Murdered?" I echoed. "By whom?"

"We don't know. Greg and Adam and I are all over at Scott's house, and we figured we might as well call you up."

"Oh," I said. "You mean to find out a clue as to the killer's identity?"

"Well, not exactly," he said. "Actually, we were hoping you would decide who gets control of TPA now that Scott has been erased--I mean now that Scott is dead."

I hung up and rushed over to Scott's house. On the way over, I was wondering just who might want to kill Scott Rosenberg. I knew, for example, that Adam Kasanof had submitted an article for publication that had been rejected. I knew that Scott recently called Greg Costikyan a dud, and was blacklisting him in all his publications because Greg was in fact a dud, and that Matt Diller could have done it because he was doing slave-labor for Scott and TPA. Or, maybe Besh had done it. Or Mai Birs. Or...

I paid the cab fare, then rang the doorbell of Scott's house. Matt answered it. In the background, I could hear voices saying things like "Dud!", "Where's the food?", "Let's start a dudgespedition!" and "Dud out!" As Matt ushered me in, I saw and met Greg, Adam, Ben Grossman, David Gladstein, Edi Birsan, and was taken to the scene of the murder.

In the room I saw the mimeograph machine, stencils, paper, ink, corflu, and several other things. Sitting on a chair, his face contorted with agony, was Scott Rosenberg, grasping an empty pickle jar. He was absolutely dead ((What other sort of dead is there? Partially?)). I looked around the room for a moment, and then called all the duds into the room.

"Gentlemen," I said, "We have a strange murder on our hands."

"No!" said Adam Kasanof. "I thought Scott was pretending to be in rigor mortis!"

"All kidding aside, when did this happen?" I asked.

"I can tell you that," said Matt. "Scott first called me up around 7:30, which was a nasty but not unexpected thing to do. I arrived around a quarter of, and ran the doorbell. Greg and Adam were already there, and they were discussing with Scott something or other in a heated manner. In fact, I heard several times Adam mention the words 'I'll kill you!' to Scott," as he shot an evil glance in Adam's direction.

Adam cried out, "That's ridiculous. Anybody who's ever watched Twelve Angry Men will tell you that that statement will never hold up in court. I didn't kill Scott, I swear!"

"Just the facts, please, Matt," I said.

He continued. "Well, anyway, I remember the four of us going down to the mimeo room, and start organizing things for the next issue o' TPA. Scott had already typed up some of the stencils, and was beginning to run them off on the machine. I was sorting blanks, while Adam and Greg were leafing through some of Scott's numerous back issues of TPA and other 'zines." TO BE CONTINUED

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1974GU (IA3)

GM: Rosenberg

Fall 1906

ENGLAND DROPS FROM SEVEN TO THREE

AUSTRIA (Bennett): f eng-NTH; A LON-yor; A BUD & A APU h; A RUM s a gal-UKR; A SER s A BUL; F GRE-aeg.

ENGLAND (Fox): a edi (-CLY, OTB) \$ A YOR-lpl; F DEN s F PAL-kie; F PRU-ber; a swe-FIN; a stp-NWY.

FRANCE (Malmquist) : F NRG s a lpl-EDI; F IRI s a wal-LPL; F BEL s austrian f eng-nth; A BUR h; f trn-ION; f ion-EAS.

GERMANY (Dil): A HOL & A BER s f kie; F KIE s a ber; A WAR-pru; F BOT-bal.

TURKEY (Rosenzweig): A MOS s a fin-STP; a ukr-SEV; F CON s f aeg; F AEG s f con.
(whoops--he retreated F Bul to con))

SUPPLY CENTERS:

AUSTRIA: bud, vie, tri, ser, gre, tun, vie, rum, lon, BUL	(10) build one
ENGLAND: mwy, swe, den, pls , stp , edi , lpl	(3) remove four
FRANCE: bre, par, mar, spa, por, bel, nap, rom, LPL, EDI	(10) build two
GERMANY: bee, mun, kie, war, hol	(5) even
TURKEY: con, ank, smy, sev, MOS, STP, pls	(6) build one

The draw proposal was defeated. Next season will NOT be combined.

1975FC (PA5)

GM: Rosenberg

Fall 1909

ONE UNIT MOVES; ALL COUNTRIES EVEN

FRANCE (Cusack): F BAR-stp(nc); F BOT & F BAL s A STP-lva; A KIE-ber; A RUH-kie; A BUR-ruh; A MUN-tyo; f eng-NTH; A BEL & A NAF h; A TUS s A PIE-ven; F LYO s a tus; F TRN-rom; F TUN s F VES-trn.

GERMANY (Kovalcik): A BER h.

ITALY (Zimmermann): A VEN \$ turkish a tyo; A ROM \$ a ven; F NAP s a rom.

RUSSIA (Leeder): A WAR & A MOS s A LVA; A PRU & A SIL s german a ber; A VIE s turkish a tyo; F RUM h.

TURKEY (Swies): A BOH s A TYO; F ADR s italian a ven; A APU s italian a rom; F AEG s f ion; F ION knashes.

SUPPLY CENTERS are exactly the same in every respect as last years-- none changed hands. Thus, there is effectively no Winter 1909 season. Next orders will be for Spring 1910 (ghoul!). Note that according to the house rules, if no winter changes hands for three consecutive years, the game is declared a draw. There is another proposal for a general draw; last season's (bot!) were defeated.

1975B (PA6)

GM: Diller

Winter 1904/Spring 1905

AUSTRIA (Wyman): A BUD-rum.

ENGLAND (Cruen): Build f lon. F SWE s f nrg-NWY; F MID s A BRE; F NTH s f lon-ENG.

FRANCE (Grossman): A PAR s A CAS-bre; A MAR s a bjr; A MUR \$ a swi/nsu/.

GERMANY (Ditter): Build a kie. A WAR-ukr; A SIL-war; a kie-RUH; A BEL s a MUN-bur; f bal-ROT; f der-BAL.

ITALY (Greve): F ION s a nap-GRE; A GAL s german a war-ukr; a TRI \$ austrian a bud-ser/nsu/; A ROM h; F TUN s f ion.

RUSSIA (Rosenberg): Remove f swe. Retreat a war-mos. f bot-STP(sc); A MOS s & a RUM \$ a SEV-ukr.

TURKEY (Torrey): Build f smy. A BUL s A SER; f smy-EAS; F AEG s f TRN-ion; a CON h.

Ben Grossman (29 E. 9 St, NY NY 10003) takes over France. Also note that Jerry Paulson has never been in a postal game.

A LETTER FROM ROBERT SACKS:

half a year ago, you published the following paragraph: "TIDA has announced its intention of sabotaging the Calhamer Awards and the Beyerlein Player Poll, basically, I think, because Robert Sacks doesn't like them too much. What Sacks and his crowd don't realize is that other people may enjoy the BPP and the CAs. If he doesn't, then he can ridicule them (see the enclosed GEMIGNANI AWARDS ballot), but he doesn't have to destroy others' enjoyment of them." Now I am unsure whether this matter has been covered, but in the passage of time this paragraph takes on new meanings, which must be refuted. Certainly the joint statement that was prepared by myself and Mr. Rosenberg was never published by him.

Let me begin by the minor refutations:

1. TIDA never announced its intention of sabotaging anything, because it has never decided to sabotage anything.

2. My reasons for opposition to the two systems mentioned was based on serious ideological grounds, detailed in GOD SAVE THE TSAR which was reprinted in TPA most enthusiastically.

3. Ridicule is in and of itself a method for the destruction of enjoyment.

4. I and my colleagues realized the enjoyment others had of the two systems, which was exactly what made those systems dangerous blights on the hobby.

Next, before getting to the major refutation, I should like to point out that my campaign was entirely successful--Beyerlein has gone on to more productive work ((at Diplon Doug said he was preparing the 1975 BPP)), and the Calhamer Awards have been revised to eliminate the very features I was attacking ((wrong--it was revised to iron out the problems of internationalism and the awards; your attack was on its democraticness, which remains unaltered)) (of course the new system may turn out to be even worse, but we must all wait and watch rather than blindly attacking, unlike the many detractors of the Gemignani Awards), and now the Gemignani Awards (nominations still open for the next batch until January 31st) are the sole democratically run awards in the hobby ((Wrong--BPP and CAs are both just as democratic)).

Certainly we are all aware that there are people who enjoy killing. Mass murder, holy wars, fox hunting, bull fights, and sadistic killings are all evidence of this. Indeed such killing, real or fictional, has become one of the great spectator sports of our time. Applying this language of the editorial I now present that paragraph in a slightly revised form: "...has announced its intention of sabotaging killings, ...what Sacks and his crowd don't realize is that other people may enjoy killings..."

Now I am sure some people will object that I am making an unfair substitution here. I must point out that in the context it is most proper; in GOD SAVE THE TSAR where I gave my reasons for this entire operation, my closing paragraph read: "There are areas where voting is absolutely inappropriate. It is never actually appropriate, but we can try to ignore non-extreme cases. Democracy is after all the right of 51% of the people to vote the other 49% to death...I feel the most dangerous blight on the postal diplomacy hobby are the virulent extensions of democracy known as the Beyerlein Player Poll and the Calhamer Awards..."

((I quote from your article "A Modest Proposal" in TPA #13: "all we do on the latter two CAs & BPP (besides ridiculing them) is the eminently democratic procedure of caucusing and campaigning for the "best" candidates." This is a finely couched way of saying sabotage.

I enthusiastically printed GOD SAVE THE TSAR because I thought it was one of the most funny satirical pieces I had ever read. Obviously, there was a difference of interpretation here.

Now, your "main refutation" seems paradoxical to me--awards for fine play, fine publishing and fine work for the hobby are "killings," but awards for "worst player" and "most hated people" are not. The logic there is non-existent.

I do not view the BPP or the CAs as "killings" and I think they serve a valuable purpose. Like the capitalist price system, they provide incentive for achievement. I know of no one who has ever been personally hurt by the BPP or the CAs. One might prefer that he had won the award instead of someone else, but it's not painful. The CAs have potential for serious personal wrongdoing.))

October 11, 1975

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DEADLINE FOR ALL GAMES -- 9 PM Thursday, October 30, 1975.

I still haven't got an analysis for 1974CL, so it'll have to wait.

Next issue is going to be a special PRESS ISSUE. I already have lots of press on hand--more of that murder stroy; stuff from the Intimate game; and dudland's conclusion. Let's see if we can fill up an entire issue with press, ok?

Dud Sacks sent me a "correct" power structure chart for TIDA--and it may be more correct as far as TIDA "constitution" or whatever they have, but it's not as effective a portrayal of the nonsense that surrounds TIDA.

Matthew seems to want me to say "Jeremy Paulson has never been in a postal game" a lot. Well, Matthew, there you are.

Well, since I'm just boring you filling this page, I will close things. See you all in three weeks, perhaps (I hope) with a new mimeo.

Scott Rosenberg

***** JEREMY PAULSON HAS NEVER BEEN IN A POSTAL GAME -- Matthew Diller *****



X marks the spot

THE POCKET ARMENIAN #22

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T

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